

SECRET/NOFORN

PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER: S3 TRNG

SESSION NUMBER: 1

DATE OF SESSION: 880920

DATE OF REPORT: 880921

START: 1445

END: 1530

METHODOLOGY: CRV

VIEWER IDENTIFIER: 032

1. (S/NF/SK) MISSION: Access and describe in a stage one sense training target # 188, Ground zero, Aug 1945.
2. (S/NF/SK) VIEWER TASKING: Encrypted coordinates 3412/3216.
3. (S/NF/SK) COMMENTS: Solid stage 3 session, excellent sketches. 032's pace is lagging a little in stage 2, this needs to be corrected before it starts to cause problems (AOL). This target was chosen in hopes that 032 would pick up on the concept of nuclear energy. This did not occur as he avoided the exact moment of the event and simply described the site afterward. This behaviour on this site has occurred with trainees before. A nuclear explosion is a big AI and it is not surprising that unconsciously they avoid it.
4. EVALUATION: 1.
3

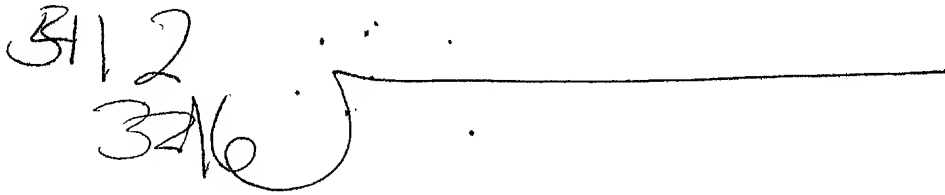
HANDLE VIA SKEET CHANNELS ONLY
SPECIAL ACCESS REQUIRED

SECRET/NOFORN

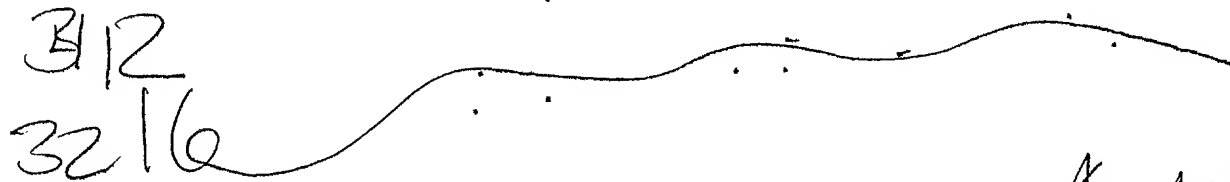
CLASSIFIED BY: DIA (DT)
DECLASSIFY ON: OADR

PI - yes

20 SEP 88
1445L

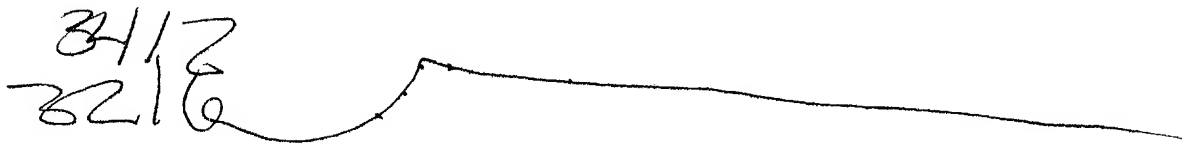


A. ACROSS - up
ANGLE ACROSS
HARD TURN
B. Structure



A. ACROSS -
ROLLING -
RISING
up
gradual.
S - WAT

B. LAND.



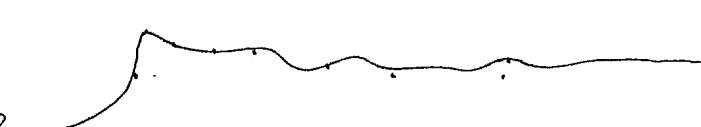
A. up -
ANGLE
ACROSS
HARD
TURN

B. Structure

File Z

3412

3216



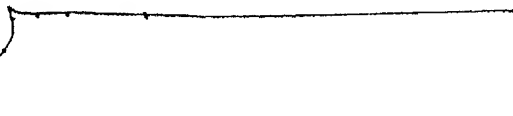
A. up -
slope
down
rolling
forward - water

B. no B/S

Conf. Break.
land & water
structure or
land

Page 3

34/2
32/1



- A. ACROSS up
ANGLE ACROSS
6420 - MM
- B. STRUCTURE

SZ
Gray
Blue
White
green
Red
Amber
Bumpy
Lines
Coarse
Smudgy

Page 4/

3412
3216

A. up -
Angle across
HAND - MM

B. Structure

82
Graf
lines
curves
-


AOL Break
wooden structures

3412
3216

A. across
up - angle
across
HAND - MM -
Conf. Break
MM or NAT.

File 5

3412
3216



A. ACROSS
UP - change
ACROSS -
/

Conf. Break
Ideogram
structure of
something else.

Page 6

31/12
3216

A. up - across
Angle across
LORD MM

B. structure

SZ
white
Blue
dark red
Black
lines
rough
grainy
Bumpy

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3/12
3216

on across-up
and across
- hard - man
3. structure

82
smooth
rough
polished
reflective 54
clapping
juggling
rickety sound
voices

ACL. Bunk
Voices.

Pde 8

3/12
216

A. up —
Angle across
Hard ma.
B. Structure

S2
Voices.
wind sound.
cooling
Light
fairs
flat
compressed S4
narrow
open
Dense

ATI Brunk
V100V60

3112
3216


A. up - across
angle across
And - may
B. structure

S2
Gold
SILVER
gray
Red.
tan
ash
Brown.
his
Rough
Polished
glinting
wells.
clapnet
clashing
gliding
Hounds
Rustling
smoke
snell

SZ
moderate
cooling

AOL Drink
temp. dropping

3/12
3216



A. up - angle
ACROSS
hard - mm
B. Structure

SZ
high
high
Leins
flat
open

AOL Break
I'm getting
some kind of
Battle scene.

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3412
3216 J

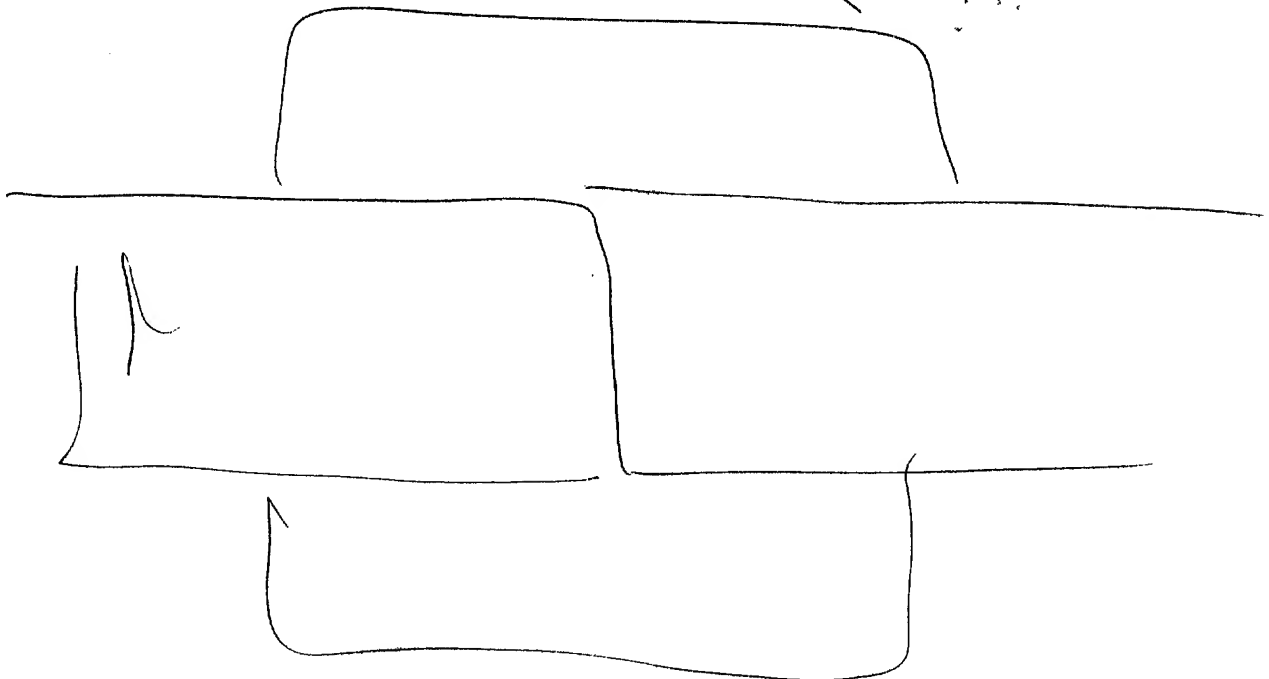
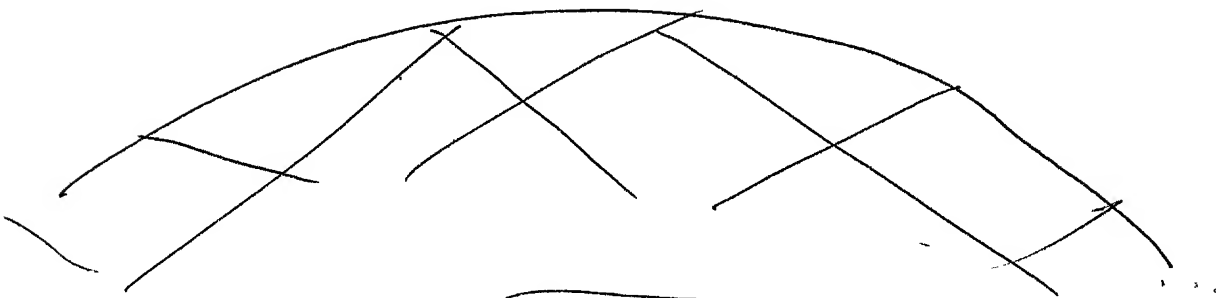
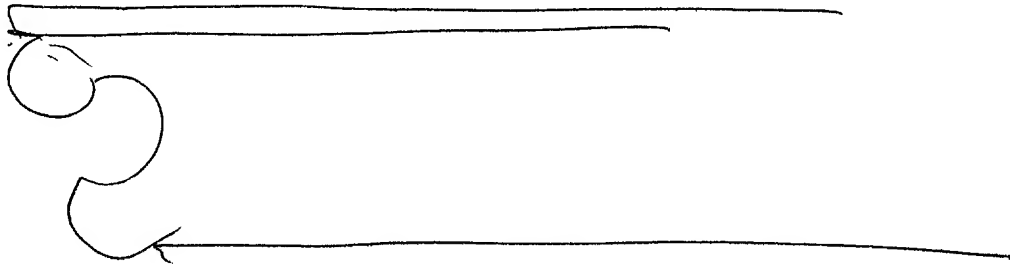
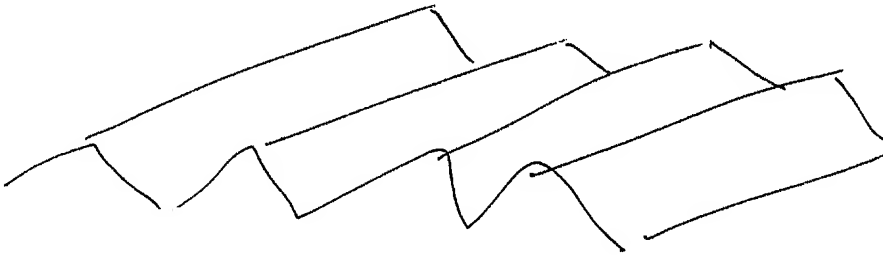
A. up - angle
ACROSS
Hard - may
B. Structure

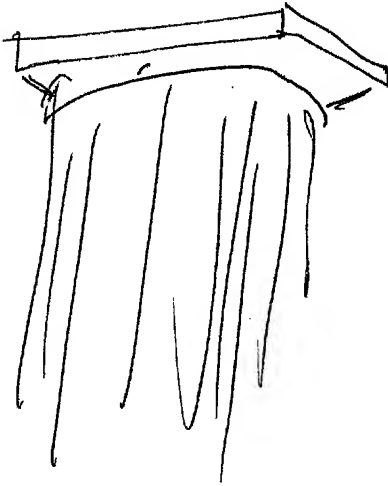
SZ

rough
smooth
grainy
Bumpy
moderate
voices
hissing
fall
thick
wide
narrow
open

AI Bush
Vertigo

12





CPYRGHT

